

# PATENT SPECIFICATION

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## (54) GAMING MACHINES

(71) We: BELL-FRUIT MANUFACTURING COMPANY LIMITED, a British Company of Leen Gate, Lenton, Nottingham, NG7 2ND, do hereby declare the invention, for which we pray that a patent may be granted to us, and the method by which it is to be performed, to be particularly described in and by the following statement:—

10 This invention relates to coin or token operated amusement with prizes machines of the kind that are adapted to play a game of chance or skill that can result in a win and the award of a prize.

15 The present invention consists in a coin or token operated amusement with prizes machine adapted to play a game of chance or skill that can result in a win and including a ticket dispensing mechanism which is adapted to dispense a lottery ticket each and every time the machine operates to play a game, and at least one further lottery ticket each and every time a win results from said game.

20 Thus, a machine according to the invention, is adapted to vend a lottery ticket automatically each and every time it is operated to play a game, a second or further tickets being issued as prizes if the game results in a win.

25 The invention will now be described by way of example with reference to the accompanying drawings in which:—

30 *Figure 1* is a schematic front elevation of an amusement with prizes machine according to the invention, and

35 *Figure 2* is a schematic block diagram of the essential components of the machine of *Figure 1*.

40 The invention is illustrated by reference to a machine of the well known type called a fruit machine having a game mechanism comprising a set of co-axial reels 1 which carry symbols 2 around their periphery

and which are spun and stopped one after the other at random so that each displays at least one of the symbols in a display window 3. An electric motor 4 spins the reels through slipping clutch connections 5, and a solenoid operated stop 6 serves to release and arrest rotation of each reel. The motor 4 and stops 6 are all controlled by a programmer, for example a cam timer 7, which controls the whole operating sequence of the machine and which is interrupted in a random manner by a separate motor driven cam 8 so that the reels spin for random lengths of time.

50 Once the reels have stopped, they display a row of symbols 2 in the display window 3 and a win detecting mechanism 9 operates under control of the programmer 7 to determine whether or not this combination of symbols corresponds to one of a plurality of predetermined prize-winning combinations of symbols that can occur. If it does, the win detecting mechanism signals a win to initiate the award of a corresponding prize.

70 As described so far, the machine may be of entirely conventional design, including the coin or token acceptor mechanism 10 which checks the authenticity of inserted coins or tokens and presets the programmer 7 ready for operation, and the game start button 11. The win detecting mechanism 9 may be of the known type including rotary switch means or photoelectric means to sense the position of the reels, thereby to detect the display of a prize-winning combination of symbols in the window 3.

80 However, the illustrated machine is also provided with a ticket dispensing mechanism 12 which dispenses a lottery ticket each and every time a game is played on the machine, and operates to award a prize in the form of a lottery when a win occurs in the game mechanism, the latter 90

lottery ticket thus forming the prize referred to two paragraphs above.

Thus, the programmer 7 is modified so as to produce a vend signal (represented by the broken line 13 in Figure 2) during the machine operating sequence, which signal operates the ticket dispensing mechanism 12 so that a lottery ticket is dispensed each and every time the machine is operated to play a game. If the programmer 7 is a cam timer, this can be modified by the provision of an additional cam to produce the vend signal, preferably towards the beginning of the operating sequence.

Further, when the win detecting mechanism 9 detects the display of a prize-winning combination of symbols in window 3 it produces a win signal which causes the ticket dispensing mechanism 12 to dispense a lottery ticket from the machine. For some wins the ticket dispensing mechanism may be operated to dispense two or more lottery tickets.

The ticket dispensing mechanism 12 may be of a known design such as already used in ticket dispensing machines. For example, the lottery tickets may be supplied in the form of a continuous roll and these may be dispensed from the roll by a feeding mechanism and severed from the roll by a cutting mechanism. When two or more lottery tickets are dispensed as one prize, these may be dispensed and severed individually or dispensed as a continuous strip of tickets.

It will be appreciated that although the

invention has been described with reference to a conventional fruit machine, the invention is applicable to any amusement with prizes machine including machines which allow the player to exercise skill in determining the result of a game.

Further, it will be appreciated that the reference to lottery tickets throughout the specification should be taken to include any tickets which are individually identifiable with a possible prize winning occurrence in a subsequent game or competition such as a draw or lottery or even a sweep-stake.

#### WHAT WE CLAIM IS:—

1. A coin or token operated amusement with prizes machine adapted to play a game of chance or skill that can result in a win and including a ticket dispensing mechanism which is adapted to dispense a lottery ticket each and every time the machine operates to play a game, and at least one further lottery ticket each and every time a win results from said game.

2. A coin or token operated amusement with prizes machine substantially as herein described with reference to the accompanying drawings.

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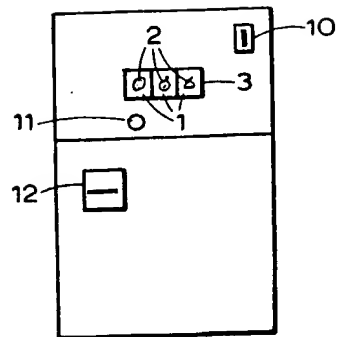


FIG. 1.

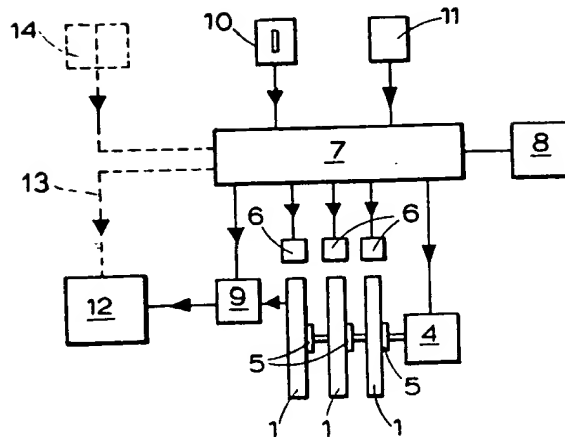


FIG. 2.